

MiB

Agency Operations Manual

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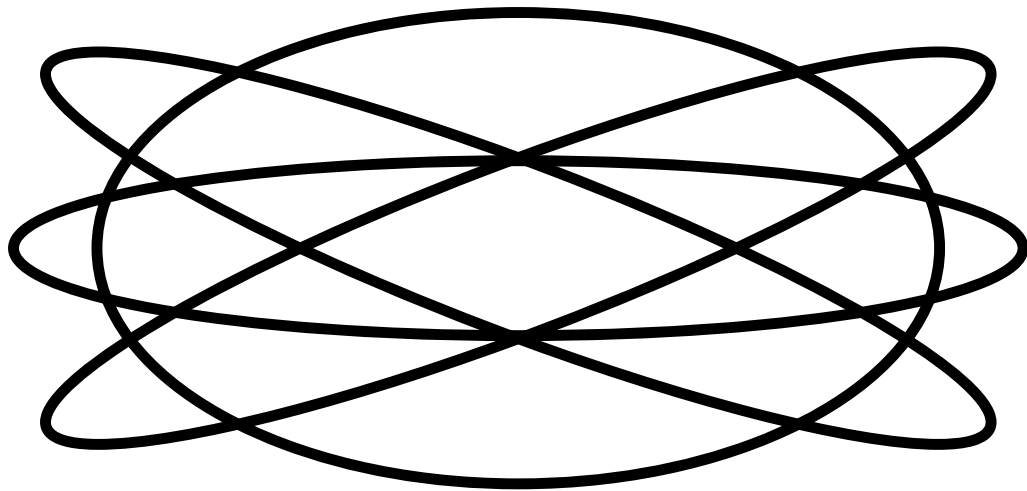
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SECTION ONE
MiB

MISSION STATEMENT

The MiB are committed to protecting the Earth from the scum of the universe by keeping the knowledge of extraterrestrial life, and the presence of extraterrestrial visitors, a secret from the mass populous through covert and untraceable operation and by use of any means necessary.

HISTORY

In the mid 1950's the government started a little underfunded agency with the simple and laughable purpose of making contact with a race not of this planet. Most everyone thought the agency was a joke. Except the aliens. They made contact on March 2nd, 1961, outside New York City.

They were intergalactic refugees with a simple request. Let them use the earth as an apolitical zone for beings without a planet. So we masked all evidence of their landing.

In 1959 the United Intergalactic Delegation (UID) unanimously decided that while a "person" (singular) is smart, "people" (plural) are stupid and therefore it was advisable to keep alien activity confidential.

Humans, for the most part, don't have a clue. Don't want one, either. They're happy. They think they have a pretty good understanding of things. So, along with help from a few ET friends, the MiB covered all evidence of their existence and have remained completely secret ever since, becoming some what of folklore and rumor in current popular culture.



First Alien Meeting
March 2nd 1961

AGENCY STRUCTURE

The MiB is divided up into four directorates:

Directorate of Operations (DO) - - - - -

Responsible for collecting ALINT (alien intelligence). This is the most publicly seen part of the MiB encompassing all field agents. However, the DO contains only 1000-2000 of the MiB's 16,000-20,000 employees.

Directorate of Science & Technology (DST) - - - - -

Uses alien spy technology and other technological wizardry to gather intelligence. Agents in the DST are seldom seen by public and are primarily housed in the 51 area headquarters around the planet. DST agents are also responsible for hazardous clean up as well as mass neuralyzation of civilian witnesses.



DST Hazmat Clean-Up Truck

Directorate of Intelligence (DI) - - - - -

Analyzes all information available from both public sources, such as newspapers and radio, as well as alien sources, such as intergalactic transmissions and resident ET informants, and prepares memos for briefings for administration as well as DO field agents.

Directorate of Administration (DA) - - - - -

Handles the MiB's daily logistics as well as all human resource issues such as hiring, evaluating, and placing agents both within MiB headquarters as well as in the field. MiB commander and chief Zed falls within this directorate.

DRESS CODE

As employees of the MiB you will conform to the identity given you. You will have no identifying marks of any kind. You will not stand out in any way. Your entire image is carefully crafted to leave no lasting memory whatsoever with anyone you encounter.

You will dress only in attire specially sanctioned by MiB Special Services. MiB agents are impeccably dressed. The uniform should consist of all of the following: black suit, white shirt, black tie, black socks, black shoes, and standard issue MiB black sunglasses.

From September through March, suits are to be made of worsted wool or wool gabardine. From April until August, cotton or linen.

MiB are to be adequately dressed for duty. Uniform garments should be properly fitted and maintained in a clean, neat, and serviceable condition. First impressions are important. MiB are Earth's ambassadors and as such are expected to represent the human race in the best possible light.

Hair should be kept neat and in a style that is simple and inconspicuous. No restrictions are placed on length as long as agents do not stand out in any obvious way while in public.

Facial hair must follow the same standards and be kept neat, simple, and inconspicuous. Compliments from civilians on hairstyle, and or facial hair, is a dead give-away an agent is out of line and should consider changing their appearance immediately.

Male field agents are only allowed jewelry, such as "wedding" rings, if it helps them to blend in. No tie tacs, cuff-links, or other suit adornments are allowed. Female field agents are allowed simple earrings. Necklaces may be worn underneath collars.

PUBLIC CONDUCT

MiB agents are a rumor, recognizable only as deja vu and dismissed just as quickly. It's as if you don't exist; were never born. Anonymity is your name. Silence your native tongue. The MiB are not part of "the system." We are above it. Over it. Beyond it. We are "them" - we are "they" - therefore there are a few guidelines of conduct one must adhere to as an agent of the MiB.

- Always adhere to MiB sanctioned dress code while in any sort of public area.**
- Observe, do not be observed.**
- Do not make direct eye contact with someone unless specifically addressing them.**
- Walk and speak with confidence and authority. Knowing what you're doing and looking like you know what you're doing are often the same thing.**
- Never fire a weapon in view of the public unless absolutely necessary.**



PROTOCOL CODES

01 Investigation - - - - -

Any suspicious alien activity encountered while agent is on patrol must be immediately investigated and reported to MiB DA.

03 Misdirection - - - - -

Agents are to display appropriate credentials, names, and affiliation to expedite cooperation with civilian personnel and/or witnesses.

05 Containment - - - - -

A containment perimeter extending no less than the visible edge of effected area must be secured before proceeding with investigation. This includes removal of all non-effected civilians, as well as securing of all alternate entrances into effected area.

07 Evidence - - - - -

All evidence must be secured and recorded with both MiB DI and DA in a timely and orderly manner.

09 Questioning - - - - -

Immediate questioning of witnesses is to be conducted by at least 2 qualified field agents. Leading questions are not prohibited, but are discouraged.

11 Neuralyzation - - - - -

All civilian personnel and witnesses must be neuralyzed immediately following questioning. (*see "witnesses - neuralyzing" for more information*)

13 Evacuation - - - - -

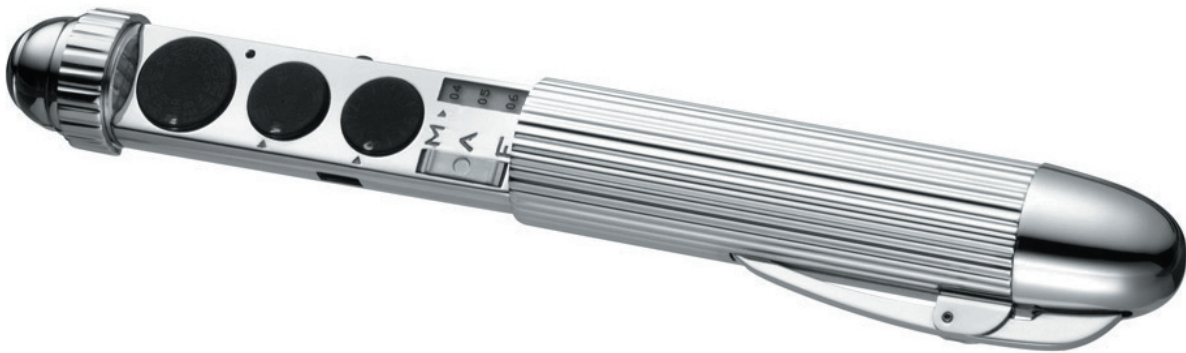
All evidence of an MiB presence must be expunged from the scene. No evidence of either the incident, or MiB's involvement in the investigation should remain.

STANDARD ISSUE EQUIPMENT

Neuralyzer - - - - -

A relatively new addition to the MiB arsenal, the Neuralyzer's blue eye emits a laser light which isolates the electronic impulses in a human brain, specifically the ones for memory. Thereby allowing an agent to modify the memory of a human who witnesses its flash.

Agents may use their Neuralyzer at their own discretion, with the exception of MiB code 11.



Alien Identifier - - - - -

With an ever increasing database of alien activity on Earth, the Alien Identifier (AID) is another essential tool for MiB agents. With a constant uplink to MiB HQ in New York, the AID is always able to provide a field agent with an accurate identity of an alien suspect. The AID is also equipped with a complete database of all MiB personnel, equipment, vehicles, protocols, and case reports. It can also double as a communications device, should an Agent's headset malfunction.



J2 Sidearm - - - - -

The MiB's weapons policy underwent major changes in the mid 1980s as more and more alien immigrants (both legal and illegal) came to earth, alien technology and weaponry became increasingly powerful. In 1984 the J2 sidearm was introduced as the agency's standard issue firearm. Replacing the outdated J1 attack blaster (still a weapon of choice amongst some MiB veterans). Like all MiB weapons, the J2 is powered by rechargeable energy cells. When the energy runs out, the strength and range of the weapon is greatly reduced.



Black Town Car - - - - -

MiB agent teams (2 agents per team) are given a biometric key to a black Lincoln Town Car. While being inconspicuous is a large part of the MiB's success it is also sometimes valuable to instill a sense of authority on the scene of a crime or other alien incident. In 1972 it was assessed that the black town cars would provide both.



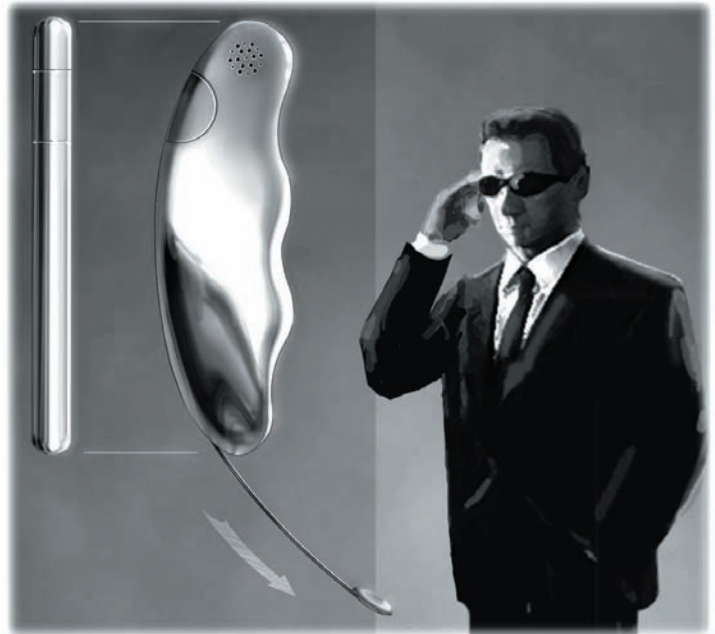
MiB Sunglasses - - - - -

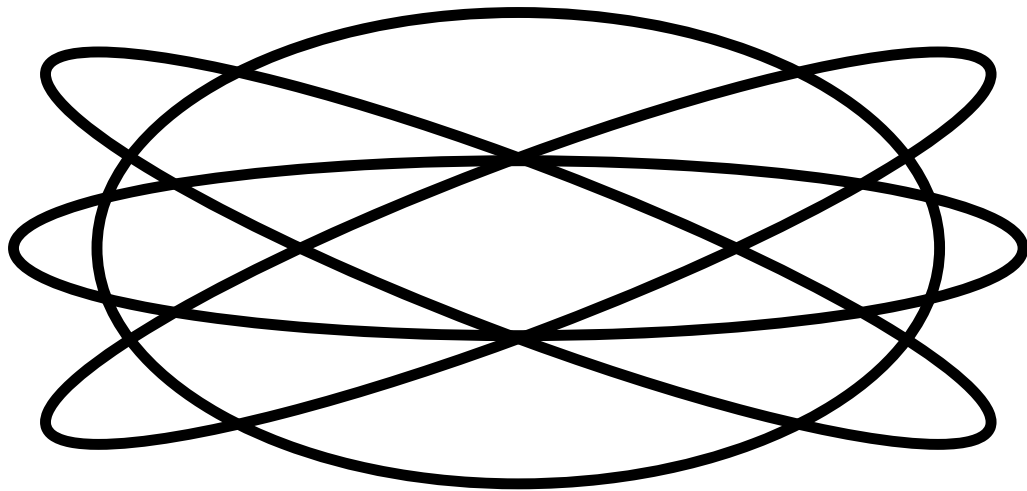
The purpose of these glasses are two fold. First, they are good in obscuring agents' appearance from possible onlookers. Secondly they are coated with a special laser film that blocks all rays from Neuralyzers.



MiB Communicator - - - - -

Staying in touch with HQ is all important to an MiB field agent, and with the MiB communicator it's easy and discreet. The wireless communicator opens a direct connection with MiB HQ once the mouth piece is extended. It is also equipped with a global positioning system which constantly relays your position to the Earth Grouping Grid system (EGG) at MiB HQ in New York.





SECTION TWO

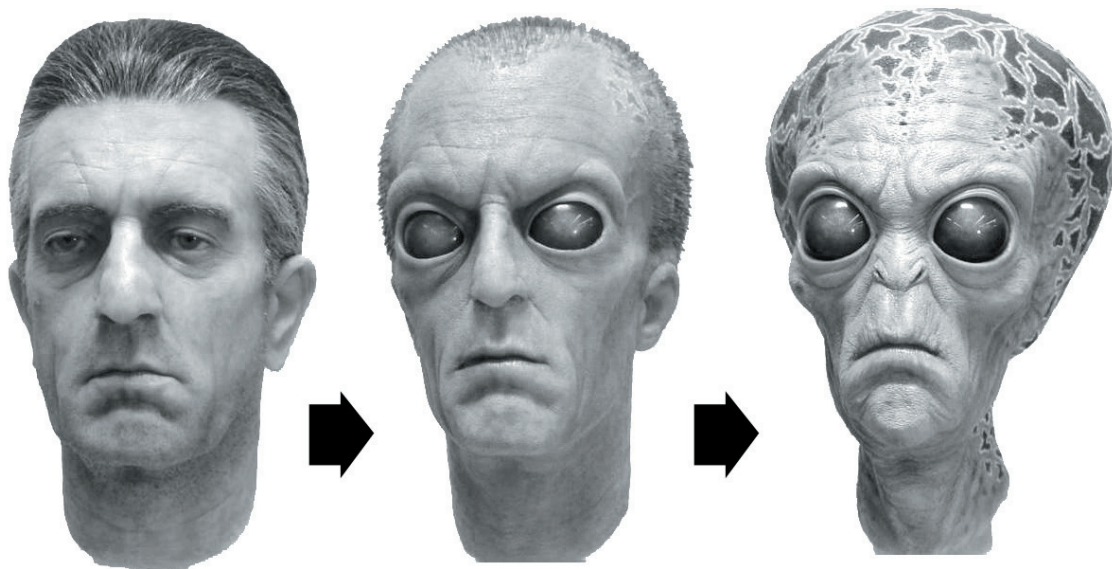
ALIENS

IDENTIFICATION

An MiB agent should be able to recognize an alien even when he/she/it is in full human masquerade. While the MiB provides disguises for all sanctioned ET visitors and residents, criminal aliens rarely have passed through MiB HQ, and are increasingly harder to spot.

The AID is still the best tool for discovering an alien in disguise. Its capability is however limited to a full spectrum color “x-ray” and cannot reveal metamorphs, or aliens who are human in appearance in the first place.

Agents have full authority to approach any suspicious being, whether they turn out to be human or not. Since the MiB do not exist to the mass populous of Earth, one sure sign you’re dealing with an alien is if they run from you. Sometimes an agents’ mere proximity to an ET will cause them to overreact, thus giving themselves away.



Example of an alien metamorph changing form.
Metamorphs are not detectable with the Alien Identifier.

IMMIGRATION

Identification Cards - - - - -

All resident aliens are required to register with the MiB Immigration Center upon arrival. First-time visitors must stop by the identity desk to be fitted with a humanoid body and to receive their resident alien cards. Return visitors can proceed immediately to customs.



Example Alien Identification Card

Visas - - - - -

Visas must be obtained at least six weeks prior to arrival. No exceptions. Aliens may apply for a three-week, three-month, or three-year stay. A background check on each applicant must be completed before a visa is issued. If the investigation turns up evidence the applicant has been convicted of assault, battery, or other aggressive offenses, access to the planet shall be denied.

Permanent visas are only given to aliens who have
a) maintained two consecutive 3 year visas without incident, and
b) contributed to Earth society in some form; artistic, cultural, scientific, etc.

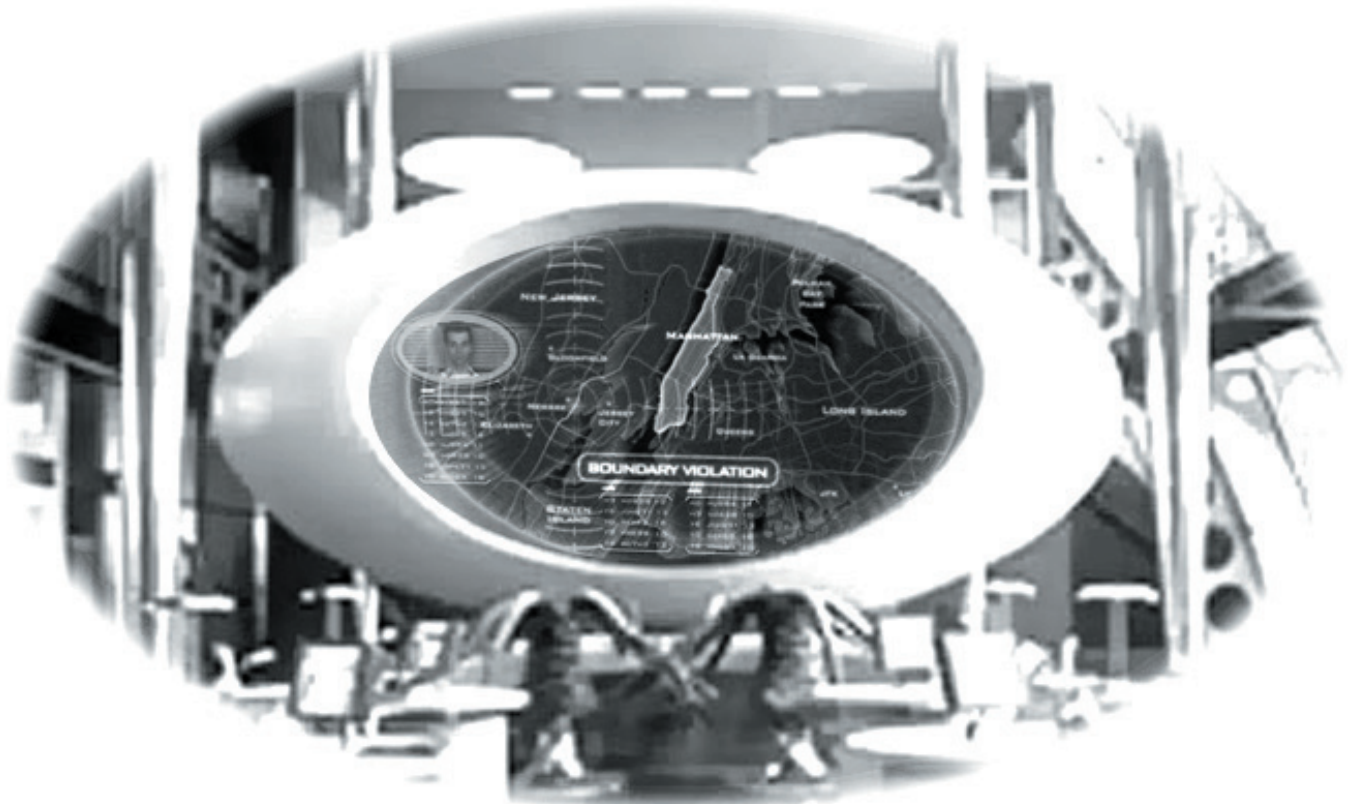
Customs - - - - -

MiB agents have the right to perform a search on any suspicious looking visitors coming through customs. Any alien that refuses to be searched shall be immediately deported. Aliens are forbidden from bringing in ET vegetables, unless cleared with MiB Agricultural Affairs prior to landing.

Restrictions - - - - -

Only resident aliens with permanent visas are allowed full, unrestricted access to Earth. ETs with “Most Favored Alien” (MFA) status can wander the planet freely as well, however, they remain under constant watch of the MiB HQ. The vast majority of aliens shall be restricted to the five boroughs of New York. Requests for alternate destinations will be reviewed on a case-by-case basis. Alien identification cards will be marked with specific latitudinal and longitudinal boundaries. Should an alien need to leave the restricted area, said alien can return to the MiB Immigration Center and apply for a transcontinental day pass.

MiB HQ in New York City knows the location of every registered alien on earth at any given time. Some are kept under constant surveillance.



The “EGG” at MiB HQ New York.
Keeps track of all registered aliens on earth.

PENAL CODES

The following penal codes apply to aliens during their stay on planet Earth. A copy of these laws shall be disseminated to all intergalactic visitors upon arrival. A complete list of penal codes, with descriptions and sub-headings, is available to all agents from MiB HQ in New York.

Section 67 - Bribing or attempting to bribe an MiB agent.

Section 69 - Resisting or deterring an MiB agent.

Section 71 - Threat or injury made to an MiB agent in performance of their duties.

Section 113 - Manufacturing, selling, distributing, or concealing false MiB or intergalactic documents.

Section 148 - Taking a weapon from an MiB agent's person or immediate presence with the intent to permanently deprive.

Section 186 - Supplying or selling ET weapons or technology to unlicensed aliens, or human civilians or personnel.

Section 207 - Abducting residents of Earth without consent for the purpose of examination, interrogation or experimentation.

Section 244 - Assault with an ET weapon or technology.

Section 450 - Manufacturing, selling, distributing or concealing X9 gases, liquids or weapons designed to employ X9 as a power source.

Section 591 - Tapping MiB data or communications networks.

Section 791 - Possession of human bodies, skin, or organs.

Section 1148 - Possession, manufacture or use of any doomsday device, whether operational or not.

VALLEE CLASSIFICATION SYSTEM

The MiB have adopted the Vallee Classification System in order to categorize the various types of UFO and paranormal experiences. Invented by Dr. Jacques Vallee it replaced the popular Hynek Classification System since it gives agents a more detailed summary of a case.

AN RATING - Classifies any anomalous behavior.

AN1 - Anomalies which have no lasting physical effects. i.e. amorphous lights, unexplained explosions.

AN2 - Anomalies which do have lasting physical effects. i.e. poltergeists, materialized objects, areas of flattened grass, corn circles.

AN3 - Anomalies with associated entities. i.e. ghosts, yetis, spirits, elves and other mythical / legendary entities.

AN4 - Witness interaction with the AN3 entities. i.e. near-death experiences, religious miracles and visions, OBEs (out-of-body experiences).

AN5 - Anomalous reports of injuries and deaths. i.e. SHC (spontaneous human combustion), unexplained wounds as well as permanent healing that results from a paranormal experience.

MA RATING - Describes behavior of a UFO. It is analogous to the Nocturnal Light, Daylight Disk and Radar Visual Hynek classifications.

MA1 - A UFO has been observed which travels in a discontinuous trajectory. i.e. vertical drops, manoeuvres or loops.

MA2 - MA1 plus any physical effects caused by the UFO.

**MA3 - MA1 plus any entities observed on board.
i.e. the airship cases of the late nineteenth century.**

MA4 - Manoeuvres accompanied by a sense of reality transformation for the observer.

MA5 - A manoeuvre that results in a permanent injury or death of the witness.

FB RATING - Fly-by rating.

FB1 - A simple sighting of a UFO traveling in a straight line across the sky.

FB2 - FB1 accompanied by physical evidence.

FB3 - A fly-by where entities are observed on board (rare).

FB4 - A fly-by where the witness experienced a transformation of reality into the object or its occupants.

FB5 - A fly-by which the witness would suffer permanent injuries or even death.

CE RATING - Close Encounter rating. Similar to the Hynek Close Encounter ratings.

CE1 - UFO comes within 500 feet of the witness, but no after effects are suffered by the witness or the surrounding area.

CE2 - A CE1 that leaves landing traces or injuries to the witness.

CE3 - Entities have been observed on the UFO.

CE4 - The witness has been abducted.

CE5 - CE4 which results in permanent psychological injuries or death.

SVP RATING - The all-important credibility rating. "Marks" out of four are given for the three categories of source reliability (first digit), site visit (second digit) and possible explanations (third digit). A rating of 222 or higher indicates the case was reported by a reliable source, the site has been visited and a natural explanation would require a major alteration of at least one parameter.

SOURCE RELIABILITY RATING

0 - Unknown or unreliable source.

1 - Report attributed to a known source of unknown or uncalibrated reliability.

2 - Reliable source, secondhand.

3 - Reliable source, firsthand.

4 - Firsthand personal interview with the witness by a source of proven reliability.

SITE VISIT RATING

0 - No site visit, or answer unknown.

1 - Site visit by a casual person not familiar with the phenomena.

2 - Site visited by persons familiar with the phenomena.

3 - Site visit by a reliable investigator with some experience.

4 - Site visit by a skilled analyst.

POSSIBLE EXPLANATIONS RATING

0 - Data consistent with one or more natural causes.

1 - Natural explanation requires only slight modification of the data.

2 - Natural explanation requires major alteration of one parameter.

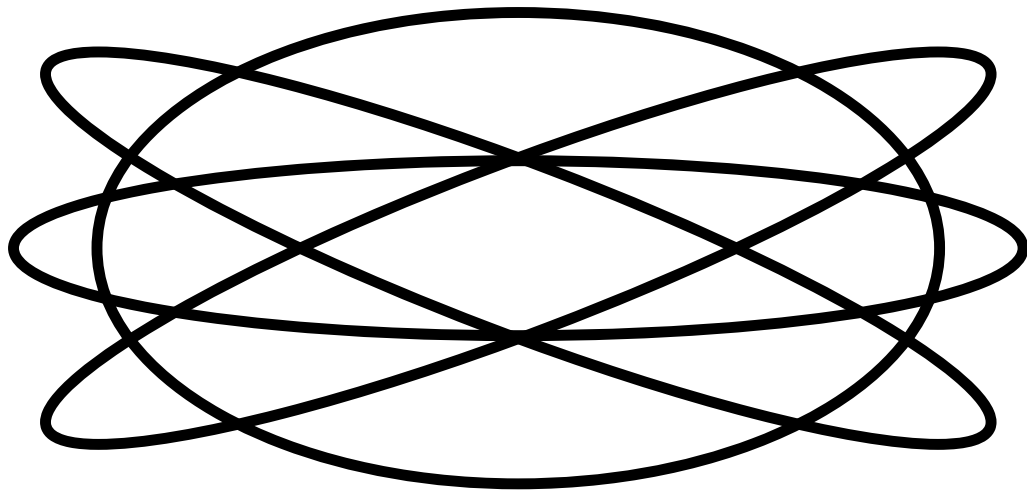
3 - Natural explanation requires major alteration of several parameters.

4 - No natural explanation possible, given the evidence.



The most frequently reported aliens are commonly called "Big Heads." Because of their low intelligence level they often allow themselves to be seen.





**SECTION THREE
WITNESSES**

LOCATING

Witnesses to an ET event or sighting of any kind must be located by MiB agents as quickly as possible. Finding these witnesses is often as easy as watching the “EGG” for unauthorized UFO landings, and then following up with a visit to the area. However, sometimes witnesses don’t surface until later, sometimes much later, and tracking these down can be a bit more difficult.

Tabloids are the best source of investigative reporting on the planet, and will often tell not only the witness’s story, but will give a general, if not specific, location for the account.

Find at least one resident alien in your area and befriend them. The seedier and more “on the edge” of breaking the law the better. Then use them for information. Your AID should be able to give you plenty of information to use against the alien “friend” to get what you’re wanting from them. Aliens sometimes know more about what’s going on as far as human / alien interaction and sightings than even MiB HQ.

Often because of successful MiB propaganda people who have had an alien experience are “expecting” to be visited by MiB agents. So be alert. If a human runs from you for no apparent unknown reason, or even looks at you uncomfortably, take them aside and question them. If it was a false alarm you can neutralize them and nothing will be lost. However, it is always worth the time and effort in case they are in fact a witness in need of “assistance.”

INTERVIEWING

MiB agents must make proper use of witnesses to ET events. Details must be extracted methodically and carefully. Learning to master witness psychology is all-important.

Agents must not allow their own desires, experiences and opinions to influence how the witness reports their own experience. Allow the witness to tell the story completely without interjection of your own.

Some tips to help conduct a successful interview:

- Allow the witness to get the wrong impression. Wait a moment before “entering” the scene.
- Assess the witness’s environment and then identify yourself as someone with authority based on the group, or person, that you deem appropriate.



Agents conducting a witness interview at Battery Park, NY.

- Ask questions that are to the point. Don’t allow the witness to speculate. Your purpose is to gather relevant information and move along, not to engage in “chit-chat.”
- Remain stoic and unmoved by any account from the witness no matter how emotional.
- Take notes!

In accordance with MiB protocol 11 witnesses must be neutralized after questioning.

NEURALYZING

While MiB code 11 states that “all civilian personnel and witnesses must be neuralyzed immediately following questioning,” there are many instances when neuralyzation will not suffice and in fact should be forgone all together.

Such instances include but are not limited to:

When neuralyzation of a witness will exceed 1 year - - -

Loss of memory to this degree will often cause a more deep seated feeling of “belief” in people who have witnessed a series of events over an extended period of time.

When subject has not witnessed any specific instance of alien activity or proof there of - - -

For people who believe in aliens even when they’ve seen no hard evidence, neuralyzation is futile in the least as it is not an “incident” which has brought on this belief, but rather the nature of the believer.

When the subject denies existence of alien life even after personally witnessing an event - - -

These types of witnesses usually do more to the good of our cause than to its harm as they will go on to either: a) vehemently deny their own experience and the existence of extraterrestrials, or b) suddenly break down and tell what they saw in a hysterical manner that is completely incredible.

DISCREDITING

A major part of the post-interview process is discrediting the source. While this is often not necessary with an individual, it is often needed when dealing with larger groups of witnesses who have already brought their information on alien activity to public attention.

The MiB has already done a lot of work in discrediting reliable sources of news, such as “*The Star*,” “*Weekly World News*,” or “*The Enquirer*”. Convincing the general public to believe such sources are contrived has greatly helped our cause.



While tabloids are among the best investigative reporting around, they have been greatly discredited by the MiB.

While more so than not witnesses and groups of believers end up discrediting themselves it is important for MiB agents to be ready to discredit testimony on any given occasion. Following are a list of common logical fallacies which are some of the quickest way to discredit a witness:

Appeal to Force - - - - -

This occurs when the agent uses force or the threat of force in order to try and push the acceptance of a conclusion. It can be summarized as “might makes right.” The force threatened need not be a direct threat from the agent. i.e. “If you keep talking about aliens they may come back and shut you up personally.”

Argument at the Man - - - - -

This occurs when the agent attacks the person or people making the assertion. i.e. “They didn’t see aliens last night because the tabloids reported it today, and we all know tabloids are full of lies.”

- - - WITNESSES

Poisoning the Well - - - - -

This is another form of the previous. This is used when the agent accuses the person making an assertion of trying to rationalize a conclusion based upon their own selfish interests. i.e. "Of course they would say they saw an alien. They want the attention."

Argument from Ignorance - - - - -

This occurs when the agent argues something to be true simply because it can't be proven to be false. Or, equivalently, when something is argued to be false simply because it can't be proven true. i.e. "Life can't exist on other planets because nobody has been able to prove that UFO's exist."

Appeal to Pity - - - - -

This is also known as "special pleading." It is used when the agent appeals to pity for the sake of having their conclusion accepted. i.e. "They didn't see an alien. Please, I'm suffering from a heart condition and can't handle the strain of this argument."

Appeal to the People - - - - -

This occurs when the agent tries to have an assertion accepted because of a large group of people who are likely to agree. This type of argument often contains emotional language. i.e. "Over 90% of people believe there aren't any such thing as aliens."

Appeal to Authority - - - - -

This occurs when an agent tries to use admiration for a famous person in order to win support for their assertion. i.e. "Bill Gates doesn't believe in aliens."

Circular Argument - - - - -

This occurs when the agent can make the conclusion trying to be reached the same as one of the premises for the conclusion. i.e. "No one has ever seen an alien because they don't exist. And we know aliens don't exist because no one has ever seen them."

Irrelevant Conclusion - - - - -

This occurs when the argument that is supposed to support a conclusion has no logical connection to the conclusion. This is often successful because it arouses emotions and causes the conclusion to be seen in a favorable light. i.e. An agent talks about how much has been accomplished without aliens “existing”... how good the world is... how wonderful life is.

Slippery Slope - - - - -

This argument states that if one event occurs, then so will other harmful events. i.e. “If we start believing in aliens, next thing you know we’ll start believing in ghosts.”

A is based on B - - - - -

This is when an agent claims that two things are similar without actually specifying in what way they are similar. i.e. “You saw something from outer space. Asteroids are from outer space. Therefore you saw an asteroid.”



While alien abductions still take place, they are often considered fantasies due in large part to successful discrediting of sources.

